

Scientific Calculator

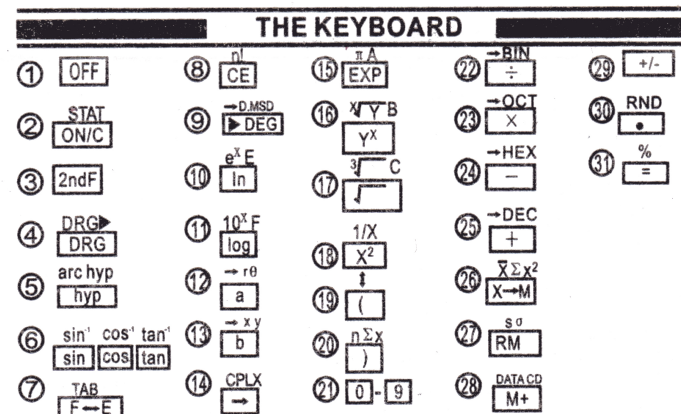
Operation Manual

Dear Customer.

- Thank you very much for purchasing our electronic calculator.
- To fully utilize its features no special training is required, but we suggest you studying this operation manual to become familiar with its many abilities.
- To help ensure its longevity not to be touched, the inside of the calculator, avoid hard knocks and unduly strong key pressing. Extreme cold (BELOW 32 or 0°C), heat (above 104 or 40°C) and humidity may also affect the functions of the calculator. Never use volatile fluid such as lacquer thinner, benzene etc. when cleaning the unit.

Before starting calculation be sure to press the **ON/C** key and to confirm that "0" is shown in the display.

Special care should be taken not to damage the unit by bending or dropping. For example, do not carry it in your hip pocket.



OPERATING CONTROLS

- Power off key**
When this key is pressed, the calculator is turned off.
Automatic Power - Off Function (A.P.O.)
This calculator is automatically turned off approximately 8 minutes after the last key operation to save the batteries.
- Power on and clear/statistical calculation mode key**
Push this key to turn the calculator on. It is ready for operation. When pushed during operation it clears the calculator except for the memory.
2ndF STAT: Statistical program will be activated
When the calculator is set to the statistical calculation mode through these keys the symbol "STAT" appears. At the same time the numerical values and calculation commands, except for memory contents are cleared.
Meanwhile in the
Statistical calculator mode the **X→M**, **RM** and **M+** keys work as the **n**, **X**, **S** and **DATA** keys, respectively.
And pushing these keys immediately after the **2ndF** key they work as the **ΣX**, **ΣX²**, **O** and **CD** keys.
- 2nd function designation key**
- Degree/Radian/Grad selector/angular unit conversion key**
Used for calculation of trigonometric, inverse trigonometric and coordinate conversion. The **DRG** key changes the angular mode.
→DEG →RAD →GRAD
(Press **DRG**)
Ex. DEG→GRAD: Depress the **DRG** key twice.
"DEG" mode—Entries and answers are in decimal degrees.
"RAD" mode—Entries and answers are in radians.
"GRAD" mode—Entries and answers are in grads.
 $(100^g = 90^\circ = \frac{\pi}{2})$
2ndF DRG: It has the function of the **DRG** key as well as converting the displayed number into a number of the specified angular mode.
- Hyperbolic / arc hyperbolic key**
- Trigonometric/ inverse trigonometric function key**
- Display format exchange/Tabulation key**
When a calculation result is displayed in the floating decimal point system, push the key to display the result in the scientific notation system.

- 2ndF TAB: To specify the number of decimal digits in the calculation result.
8 **CE**: Clear entry / Factorial Key
Used to clear an incorrect entered number.
123 **CE** 455 **CE** 456 **=** → 579
2ndF n!: Calculates the factorial of the displayed number.
Factorial of n (n!) = n · (n-1) · (n-2) · ... · 2 · 1
- DMSD →DEG: Degree/ minute/ second ↔ Decimal degrees conversion/hexadecimal number key.
→DEG 2ndF →DMS: To convert degree/minute/second to decimal degree and vice versa.
D: Hexadecimal number "D" key.
(effective only in hexadecimal number model - HEX mode).
- Natural logarithm/antilogarithm and hexadecimal number key**
In: Used to obtain the logarithm base e (e=2.718281828).
2ndF e^x: Calculates the antilogarithm base e of the displayed number.
E: HEX.mode
Hexadecimal number "E" key
- Common logarithm / antilogarithm and hexadecimal number key**
log: Used to obtain the logarithm with the base of 10.
2ndF 10^x: Calculates the antilogarithm with the base of 10.
F: HEX.mode
Hexadecimal number "F" key
- Real number enter/coordinate conversion key**
a: • This is used when real parts of complex numbers are to be inputted and when calling the real parts of calculation results.
• This is used during coordinate conversions when the x coordinate of the Rectangular coordinates (X, Y) is inputted or when the r of the polar coordinates (R, θ) is inputted, it is also used for calling the calculated values of x or r.
2ndF →rθ: Converts rectangular coordinate into polar coordinate.
- Imaginary number enter/coordinate conversion key**
b: • This is used when the imaginary parts of complex numbers are to be inputted and when calling the imaginary parts of the calculation results.
• This is used during coordinate conversions when the Y coordinate of the Rectangular coordinates (X, Y) is inputted or when the θ of the polar coordinates (y, θ) is inputted, it is also used for calling the calculated values of Y or θ
2ndF →xy: Converts polar coordinate into rectangular coordinate
- Right shift/complex number mode key**
→: Example
Key in Display
① 123456 → → 123.
45 → 12345.
⑤ 5 EXP 24 → → 5.00
35 → 5.35
2ndF CPLX: Used to set the complex number mode.
- Enter exponent / Pi and hexadecimal number key**
EXP: To enter number in scientific notation.
2ndF π: The constant 1 π (π=3.141592654) is entered.
A: HEX mode
Hexadecimal number "A" key
- Y X/X^Y and hexadecimal number key**
Y^x: Raises a number to a power.
2ndF X^Y: Calculates the X root of Y
B: HEX mode
Hexadecimal number "B" key.
- Square root / cube root and hexadecimal number key**
√: Calculates the square root of the number displayed.
2ndF √: Calculates the cube root of the number displayed.
C: HEX mode
Hexadecimal number "C" key.
- Squares / reciprocal key**
x²: Calculates a square of the number displayed.

2ndF 1/x : Calculates the reciprocal of the number displayed

19 Open parenthesis / exchange key

(: Used to open parenthesis.

2ndF) : Used to exchange the number being displayed with the number stored in the working register. (X $\leftrightarrow$ Y)

20 Close parenthesis / statistical calculation key

) : Used to close parenthesis.

• When the statistical mode is set.

n : Display the number of samples entered. (n)

2ndF Σx : Used to obtain the sum of the data (Σx)

21 Number keys

Used to enter numbers.

22 Division/binary number mode key

$\div$: Depressed for division.

2ndF $\rightarrow$ BIN : Used to set the binary system mode
Converts the number displayed into a number in base 2.

23 Multiplication/octal number mode key

$\times$: Depressed for multiplication.

2ndF $\rightarrow$ OCT : Used to set the octal system mode.
Converts the number displayed into a number in base 8.

24 Minus/hexadecimal number mode key.

$-$: Depressed for subtraction.

2ndF $\rightarrow$ HEX : Used to set the hexadecimal system mode.
Converts the number displayed into a number in base 16.

25 Plus/decimal number key

$+$: Depressed for addition.

2ndF DEC : Used to set the decimal system mode (normal mode).
Converts the number displayed into a number in base 10.

26 Memory-in / statistical calculation key

$\overline{X} \rightarrow M$: Clear the number in the memory and then store the number being displayed in the memory.

To clear the memory depress the **ON/C** key followed by the **$\overline{X} \rightarrow M$** key.

• When the statistical mode is set

$\overline{X}$: Used to obtain the mean value of the data ($\overline{X}$)

2ndF $\rightarrow$ BIN : Used to obtain the sum of squares of data (Σx^2)

27 Recall memory/statistical calculation key

RM : Displays the contents of the memory. The contents of the memory remain unchanged after this key operation.

When the statistical mode is set

S : Used to obtain the standard deviation of the sample of data.

2ndF O : Used to obtain the standard deviation of the population of data.

28 Memory plus/DATA CD key

M+ : Used to add the number being displayed or a calculated result to the contents of the memory.

When subtracting a number from the memory, depress the **$+$** and **$M+$** keys in this order.

When the statistical mode is set

DATA : Used to enter the data (numbers)

2ndF CD : Used to correct the mis-entry (delete function)

29 Change sign key

Changes the sign of the number displayed from a positive to a negative or vice versa.

Example 5 **$\pm/\mp$** $\rightarrow$ -5

30 Decimal point/random number key

. : Example: 12.3 $\rightarrow$ **1 2 . 3**
0.7 $\rightarrow$ **0 7**

2ndF RND : These keys are used to generate uniform random numbers from 0.000 to 0.999.

Note: Random number generation is impossible when binary/octal/hexadecimal system mode is set.

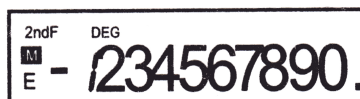
31 Equals/percent key

= : Completes four arithmetic calculations (+, -, $\times$, $\div$) $\sqrt{y}$, y^x and complex number calculations.

2ndF % : Used for the percentage calculation and add-on/discount calculation.

DISPLAY

(1) Display format



(Floating decimal system, normal display)



(Scientific notation system)

(2) symbols

- : Minus symbol

Indicates that the number in the display following the "-" is negative.

M : Memory symbol

Appears when a number is stored in the memory.

E : Error symbol

Appears when an overflow or an error is detected.

2ndF : 2nd function designation symbol

Appears when the 2nd function is designated.

HYP : Hyperbolic function designation symbol

Appears when hyperbolic function is designated.

DEG : Degree mode symbol

Appears when the degree mode is designated or shows that the angular mode of the converted result is in degree.

RAD : Radian mode symbol

Appears when the radian mode is designated or shows that the angular mode of the converted result is in radian

GRAD : Grad mode symbol

Appears when the grad mode is designated or shows that the angular mode of the converted result is in grad.

() : Parenthesis symbol

Appears when a calculation with parenthesis is performed by depressing the **()** key.

BIN : Appears when the binary system mode is set or shows the displayed number is a binary number.

OCT : Appears when the octal system mode is set or shows the displayed number is a octal number.

HEX : Appears when the hexadecimal system mode is set or shows the displayed number is a hexadecimal number.

CPLX : Appears when the complex number mode is set.

STAT : Appears when the statistical calculation mode is set.

(3) Display system

This machine displays a calculation result (X), if it is within the following range in the floating decimal point system.

$$0.000000001 \leq 1 \times 10^1 \leq 9999999999$$

And otherwise the machine displays X in the scientific notation system.

However a calculation result within the above range is also capable of being displayed in the scientific notation system by pressing the F-E key.

Example: **2ndF TAB 9**

0.05555556
(The 10th decimal place is rounded.)

F-E $\rightarrow$ 5.555555-02
(The 10th decimal place of the mantissa is rounded.)

F-E $\rightarrow$ 0.055555556

2ndF TAB . $\rightarrow$ 0.055555556
This is determined by the calculator in the form of $5.55555555556 \times 10^2$
When changed to the floating decimal display.
The rounded parts may not be displayed as in this example.

BATTERY REPLACEMENT

If the display becomes dark or dim, replace the batteries with new ones according to the following procedure.

Battery: LR1130 x 1 or
G10 x 1

1. Turn off the calculator.
 2. Remove the battery cover.
 3. Replaces the batteries. (+ Side must be up)
 4. Push in the battery cover.
 5. After the replacement, press the **OFF** and **ON/C** keys in this order to clear the calculator. When the batteries are correctly installed "DEG" will be displayed. (if the display shows nothing or a meaningless less symbol, or the keys become inoperative, remove the batteries and install them again. Press **OFF** and **ON/C** keys in this order and check the display again.)
- Note: -Wipe off the surface of the new batteries with dry cloth and then install the batteries.
-Always replace both of the batteries at the same time.